ADHOC
STUDIO
DISPATCH
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DISPATCH

PAS DE DEUX

writer MAYANNA BERRIN
artist LAP PUN CHEUNG
letters SAL CIPRIANO
cover MALIA EWART

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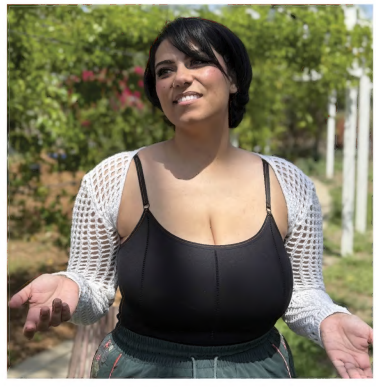
CREATOR PROFILES



MAYANNA BERRIN is a Los Angeles-based writer for video games, animation, tabletop RPGs, and comics. She's a voice actor, performing as Embla in *Fire Emblem Heroes* and Coupe in Adhoc's *Dispatch*. Her writing credits include Nickelodeon (*Baby Shark*, *Wylde Pak*), Mattel (*Monster High*, *Enchantimals*), and Adhoc's *Dispatch* and the upcoming Critical Role game.
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LAP PUN CHEUNG is a British freelance concept artist and creator based in Helsinki. He has worked with clients like Critical Role, Riot Games, Legendary and Adhoc Studio on cool projects including *Dispatch* as well as a ton of official and unofficial Critrole art. Beyond that, Lap loves to watch tv, film and anime and play PS5 games. You can find more client and personal work at **www.lappuncheung.com**

Brooklyn-born **SAL CIPRIANO** is a freelance letterer working with a wide range of publishers and creators. His former comic book experiences include writing, drawing, coloring, editing and publishing. When not lettering, Sal teaches lettering at the School of Visual Arts, reviews kaiju and robot toys on YouTube, and drinks gallons of coffee.

MALIA EWART is a freelance illustrator who works in trading card games, indie comics, and animation. She has a bachelor's in Entertainment Arts and Animation from California State University Fullerton, and has done illustration work for Disney's *Lorcana*, DreamWorks TVA, Warner Bros Animation, Darrington Press, as well as *Marvel Snap*.
https://maliaewart.carrd.co

CHECKLIST

- ☐ SPLASH
- ☐ SHELLSHOCK
- ☐ GET UP
- ☐ THE LAST BENDER
- ☐ PAS DE DUEX
- ☐ THE DEATH OF MECHAMAN

PAS DE DEUX
I'M THE BEST AT WHAT I DO.
SO, NATURALLY...I GET TO DO IT A LOT.
MY SUCCESS RATE AS AN ASSASSIN IS PERFECT...68-0.
PLINK!
AND I SUPPOSE IF YOU DO THIS LONG ENOUGH...
EVENTUALLY, YOU'RE SENT TO KILL A MAN WHILE HE'S WATCHING SWAN LAKE.

THE RULES ARE SIMPLE. GET IN...
REMOVE THE TARGET...
GET OUT.
AND, MOST IMPORTANTLY...
DON'T BE SEEN.
SUPPOSE YOU'RE HERE TO KILL ME...

IT'S JUST WHAT WAS ON... THE BALLET I MEAN.
ORDINARILY HE'D BE DEAD BY NOW BUT...
WAS GONNA CHANGE IT BUT I COULDN'T FIND THE CLICKER.
THIS IS MY FAVORITE PART.
JUST A WEIRD COINCIDENCE...
COINCIDENCE?
OR MAYBE IT'S FATE. YOU, DRESSED LIKE YOU ARE...YOU WERE MEANT TO BE HERE.
FATE?
EITHER WAY, FAIR WARNING...
SNAP
I'M A BIT TOUGHER THAN I LOOK.

SO AM I.
SLAM
WOOSH
FLOOK
WOW !
SHING

HYA!
!
SMAK
ZIP!
ZING!
ZOW!

CLANG!
CLANG!
JAYSUS. YER GORGEOUS.
SO ARE YOU.
MMM MMM M
M MMM M
68-1 IS STILL PRETTY GOOD.

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SHELLSHOCK

writer MAYANNA BERRIN
artist SHAWNA MILLS
colors SHAWNA MILLS
letters SAL CIPRIANO
cover DAVID LIU

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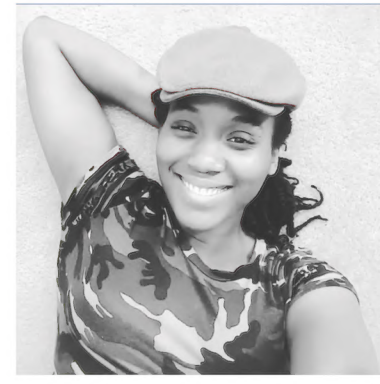

SHAWNA MILLS is a story artist, Creative Director, Designer, and Founder of SodaMonkeyEntLLC. With 15+ years in animation, she began her career right out of high school on HBO's *Jungle Crooks*. Since then, she's worked with nearly every major U.S. studio and develops original IP through SodaMonkeyEnt.
www.boomtagx.com

Brooklyn-born **SAL CIPRIANO** is a freelance letterer working with a wide range of publishers and creators. His former comic book experiences include writing, drawing, coloring, editing and publishing. When not lettering, Sal teaches lettering at the School of Visual Arts, reviews kaiju and robot toys on YouTube, and drinks gallons of coffee.

DAVID LIU has been working in the game and animation industry since 2010, driven by a passion for creating visual art that both inspires and pushes creative boundaries. Influenced by the classic anime of the 80s and 90s, his work combines a retro sensibility with the versatility to adapt across genres, styles, and mediums.
https://linktr.ee/dsloogs

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SUSHI
THE SUSHI MASTER AWAITS OUR ARRIVAL.
WHY WOULD HE BE WAITING FOR US?
SNAP
SNAP
SNAP
SNAP
SNAP
I DO ADMIRE YOUR PLANET'S DEDICATION TO DOCUMENTATION.

WHY IS IT EMPTY?
WE ARE EXTRA SPECIAL GUESTS. HE HAS ASKED US TO TASTE FROM HIS NEW MENU AND OFFER OUR ENDORSEMENT.
HEY, UM, CAN WE TALK?

OF COURSE. WE ARE TALKING RIGHT NOW.
ARE YOU ALSO WONDERING IF THIS CREATURE DEVELOPED SPIKES BECAUSE IT KNOWS IT TASTES SO GOOD?
WELL... NOW I AM. BUT NO, I WAS WONDERING IF WE COULD TALK ABOUT US--
SKRCH
PHENOMENAL.
CRUNCH
CRUNCH
WHERE DO YOU SEE US IN FIVE YEARS?
MY FUTURE IS CERTAIN. I HAVE VOWED TO DEVOTE MY LIFE TO PROTECTING THE VULNERABLE PEOPLE OF THIS PLANET.
ALONGSIDE YOU.
I SEE...

SO, WE'RE WHAT? STILL DOING SUPER-HERO WORK?
THAT IS MY DESIRE. OUR LIVES ARE PHENOMENAL, AND IT IS MY HOPE WE CAN REMAIN THAT WAY UNTIL--
--THE DAY WE BOTH PERISH PRESUMABLY IN THE MIDST OF AN INTER-GALACTIC CONFLICT WHERE A FAR SUPERIOR SPECIES CONSUMES US, AND THIS ENTIRE PLANET, WHOLE.
CRUNCH
OH.
CRUNCH
CRUNCH
I GUESS... I JUST. THOUGHT MAYBE ONE DAY WE COULD- I DON'T KNOW. SETTLE DOWN? BUY A COUCH. DRINK A BEER. WATCH...SOME DUMB SHOW ABOUT A BUNCH OF HOT PEOPLE DATING ON AN ISLAND WITH NO FOOD AND BE...NORMAL?
AND I COULD...BE MANDY FOR A BIT?

WHILE MANDY IS LOVELY...I BELIEVE THE MAN WHO DREAMS OF SUSHI DREAMED OF THE BLONDE BLAZER SAMPLING HIS RAW DELICACIES.
HAPPY TO BE OF SERVICE.
YOU'RE RIGHT... THANK YOU FOR HELPING ME SEE THE PROBLEM.
GOODBYE, PHENOMA-MAN.
SHELL SHOCK